

Joboffer dated from 03/09/2023

Lead Technical Artist (f/m/d)

| | |
|---------------------|-----------------------------|
| Field: | Art / Layout / Illustration |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Salary: | negotiable |
| Zip Code / Place: | 10997 Berlin |
| Country: | Germany |

Company data

| | |
|-------------------|-------------------------------|
| Company: | YAGER Development GmbH |
| Street address: | Pfuelstr. 5 |
| Zip Code / Place: | 10997 Berlin |



Contact Person

| | |
|-------------------|-----------------|
| Name: | Human Resources |
| Position: | |
| Street address: | Pfuelstr. 5 |
| Zip Code / Place: | 10997 Berlin |



Job description

#TEAMYAGER



YAGER makes computer games and is based in Berlin, Germany. Founded in 1999 by 5 enthusiastic gamers, we combine long-term experience with a resilient and innovative spirit. We are passionate about creating online action games with rich worlds, focused on social emergent gameplay. Our mission is to give players unique moments they can't wait to tell their friends about.

ABOUT THE ROLE

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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

Would you like to be part of a passionate team dedicated to creating unique players' experience and to leave a mark in the landscape of games? We are currently seeking a talented and passionate Lead Technical Artist to work with us on our flagship title 'The Cycle'. In this role, you will be responsible for the progression and development of the Technical Art team. You will lead a team of 3 Technical Artists and work together in interdisciplinary teams and in a fast-paced and professional environment. As a Lead Technical Artist, you work with significant ownership and responsibility for leading and mentoring a talented team of Technical Artists and for driving global technical art initiatives within the project to ensure the success of our game. You are expected to lead by example and to be able to work collaboratively with other leads. We believe the best games are made by diverse teams and welcome applicants from all backgrounds.

YOUR MISSION

- Function as the technical art department lead, mentor, manage, and motivate a team of Technical Artists to help create some of the most advanced/unique content seen in video games
- Oversee the development and advancement of art pipelines including tools, workflows, and validation
- Work with the art director, technical director and other departments leads to realizing the project's creative vision
- Write and maintain technical documentation for standards, pipelines and processes
- Provide feedback and practical mentoring to team members to foster their development as technical artists and game developers
- Establish qualitative and performance benchmarks and guide the team in reaching them
- Lead by example in finding creative solutions for complex technical art problems that exceed player expectations and set examples for other technical artists

YOUR SKILL TREE

- 5+ years' experience as a Technical Artist
- 2+ years' experience in a leading position
- Deep understanding and extensive professional experience with Unreal Engine 4
- Shipped at least one game as senior or lead technical artist
- Excellent verbal and written communication skills in English
- Extensive experience with 3D and 2D content creation tools
- Able to work harmoniously with a diverse team and handle the tensions inherent in creative undertakings
- Strong problem solving and troubleshooting skills

Nice to have:

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- Good programming skills, preferably with C++ and Python
- Significant expertise in procedural content creation and placement
- Experience shipping a multiplayer open world game
- Experience shipping a game with seasonal content releases

READY FOR THE QUEST?

We support you all the way

- Get settled. We offer relocation packages and budgets, provide temporary accommodation, administrative support and more
- We care about your work-life-balance with competitive vacation days and core working hours
- Green travel at a discount. We offer a Company Ticket for the public transportation system in Berlin (BVG)
- We're dog friendly! Bring your best buddy to the office and make new friends.

We are passionate about growth

- Join a diverse & creative team! Over 28 nationalities come together to create thrilling gaming experiences.
- We're dedicated to see you grow. Receive feedback, internal training, workshops and Lunch & Learns and more!

We care about your well-being

- (Mental) health matters. We work with various partners to provide you and your loved ones with support for mental & physical health, coaching and counselling and more!
- Stay fit! We offer a gym membership for FitX gyms around Berlin. The best thing about it? There's one just a ten-minute walk from the office!
- Yum! Our equipped kitchen is stocked with beverages and fresh fruits and we hold regular team events

OUR COMMITMENT TO DIVERSITY

At YAGER we believe that the best gameplay stories are those shaped by other players. We know together is better and we celebrate the uniqueness and strength found in diversity. We know that an aligned and diverse team will outperform the sum of its parts. We are committed to creating a safe working environment where a diverse mix of talented people come together to make great games for everyone and to increase diversity and inclusion in the game development industry. Every hero has a backstory, and we welcome you to share yours with us, and become part of an inclusive team working on creating exhilarating and engaging socially emergent action games.

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IS THIS ROLE REMOTE, HYBRID OR BERLIN BASED?

Ideally this position should be on-site (hybrid) in our Berlin office. If you have restrictions, do not hesitate in applying so we can discuss about considering remote possible.

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